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### Games for Groups : A Manual of Recreation for 4-H Clubs and Other Organizations

South Dakota State University Cooperative Extension

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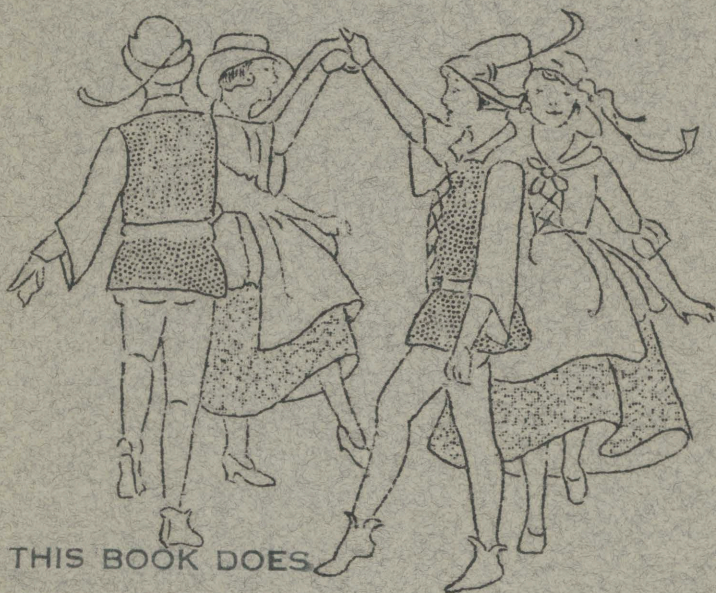
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# GAMES FOR GROUPS

A manual of recreation for 4-H clubs  
and other organizations



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Cooperative Extension Work in Agriculture and Home Economics, South Dakota State College and U. S. Department of Agriculture Cooperating. Distributed in furtherance of Acts of Congress of May 8 and June 30, 1914. A. M. Eberle, Director, Brookings, South Dakota

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## GAMES FOR GROUPS

It has been amply demonstrated in recent years that people can furnish their own entertainment and recreation at low cost. In order to do this most satisfactorily, it is necessary that someone take the initiative, serve as leader and arrange in advance for plans and equipment. A variety of games is usually desirable. It may be necessary to vary the games to suit the group or the conditions. The games should be kept moving at a lively rate and never for a moment allowed to drag or become dull.

The games described in this circular are classified as to type, thus making it possible for the recreation leader to turn to the type of game desired and make his selection from among those given.

These games have been gathered from a number of sources. Some have appeared in Extension publications of other states and some have been contributed by those who listen to Station KFDY at Brookings, South Dakota. Those who wish more complete sources of material are referred to the following addresses:

National Recreation Association, 315 Fourth Avenue, New York City  
Church Recreation Service, Delaware, Ohio  
"Boy Stuff" Publications, 601 Steele Street, Denver, Colorado  
The Farmer, St. Paul, Minnesota - "Games to Play" (20 cents)  
C. C. Birchard and Company, Boston, Massachusetts - "Twice 55 Games With Music"

Keep a Scrap Book: Persons who are responsible for recreation programs will find it very valuable to keep a scrap book of all recreation material which they notice. By keeping this in loose-leaf form and making additions from time to time, such a book can be made of permanent value and of unlimited usefulness to the group. Be on the constant lookout for games and other recreation suggestions in newspapers, magazines and books. Clip or copy those which seem usable and keep them for ready reference.

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### GET ACQUAINTED GAMES

Biff Bang: Form circles with not more than ten or twelve to each circle. One player is designated as "It" and takes his place in the center of the circle. The players on the circle should get the names of those to their left and right immediately. When "It" points his finger at a player and says "Biff", this player must respond by repeating the name of his right hand neighbor. When he says "Bang" repeat the name of the left hand neighbor. For greater zest and interest, mix and alternate your commands, viz:

Biff - Right hand neighbor  
Bang - Left hand neighbor  
Biff-Bang - Right and left hand neighbor  
Bang-Biff - Left and right hand neighbor

Circle Chat: Players form two circles, (one inside the other) facing each other--men (boys) on the outside, ladies (girls) on the inside. Play a lively march. When the music starts the circles move in opposite directions. When the music stops the players in the inside circle introduce themselves to the nearest player on the outside circle--then chat--when the music starts, resume the marching. The music should make frequent but brief stops.

Who Are You With? Try to keep a straight face while playing this game! Appoint three leaders. The first whispers to each player in turn who he is with; the second where he is, and the third what he is doing. The players must then repeat the phrases without smiling. The results are usually ridiculous. For instance one might have to say: "I am with Adam and Eve, in Paris, playing ring-around-a-rosy." Anyone who smiles must pay a forfeit.

### ACTIVE GAMES

Feathers Fly: Contestants are lined up at the starting line, each one provided with a plate on which has been placed a handful of light fluffy feathers, kept in place by a saucer. At a signal they take the saucer off the feathers and start walking as fast as they dare, the length of the course. Anyone who loses a feather must stop and put it back on the plate. The one reaching the goal first, wins.

Spud: No more than 20 players to a group. Players number off and must remember their numbers. To start the game all stand close together. The player with the ball calls a number and throws the ball into the air. All run off except the player whose number is called. He runs in to catch the ball. As soon as he gets the ball, he yells "stop" or "spud", upon which everyone must stand still. The player with the ball now attempts to hit anyone of the players. If a player is hit, he must pay a forfeit. If the thrower misses, he is the one to pay a forfeit. If the thrower hits someone he throws the ball up the next time. If he misses, then the person missed is privileged to throw it.

Mysterious Tag: The leader gives one player a small colored cloth or paper when no one is watching. At the signal, "It" tries to tag someone, but since no one knows who "It" is, everyone tries to keep away from everyone else. If boundaries are fixed, a great deal of excitement will come from this game. If "It" should catch someone, start a new game or else let "It" give the colored object to the person tagged with as little commotion as possible so that few if any of the players see it.



Balloon Race: A couple represents each side. Toy balloons are provided each couple. At a signal, the partners link arms and with their free hands start batting the balloons down the length of the room and back again, using the open hand in batting. Arms are to be kept linked no matter what happens.

### QUIET GAMES

Buzz: This game may be played by 5 to 30 people. One person begins to count by saying "one", the player at his left says "two," and so on until the number "seven" is reached, whereupon the word "buzz" is substituted. The next player says "eight," and so around until a multiple of seven is reached such as 14, 21, etc., when the word "buzz" is substituted for the right number. "Buzz" is also used instead of any number that contains the number seven as 17, and 27. For 71 the players say "buzz one," for 72 "buzz two," and so on; and for 77 "buzz, buzz." If a player says a number when he should say "Buzz" or says "Buzz" in the wrong place, he is out of the game and must sit silent. The counting is then begun again at once by the next player. If a player forgets his number or miscounts after a buzz, he must pay a forfeit, but can continue playing. The object of the game is to reach 100, but as mistakes are frequently made, this is a difficult feat. If the counting is carried on quickly, the game will be found to be a lively one.

Teakettle: Send one person from the room. The group decides upon a word. Each person in the room uses the word in a sentence but in place of using the word which was chosen he uses the word "teakettle." The person sent out of the room returns and each person gives a sentence. She must guess what the word is which they are "teakettling." When the word has been guessed, the person who used it must go out of the room and act as a leader. Example: If the word "sew" had been chosen, "I teakettled and teakettled all day long; but I love to teakettle so teakettling does not make me tired."

Twenty Questions: This game is best adapted for small groups of not more than ten or twelve persons. Its object is for one of the players who leaves the room temporarily, to learn through not to exceed twenty questions, which must be answerable by yes or no, the identity of a person or object that has been agreed upon by the other players. Example: Shakespeare is agreed upon. The absentee is called in. He can ask any question that can be answered by yes or no, but if he understands the game his first question will be, "Human?" The answer is "Yes." "Living?" "No." "American?" "No." "English?" "Yes." "Statesman?" "No." "Soldier?" "No." "Writer?" "Yes." "Poet?" "Yes." "Tennyson?" "No." "Shakespeare?" "Yes." He must ask each question of a different player in turn, going around the group until he has solved the mystery, or until he has exhausted his twenty questions and has failed. The player who answers the question that solves the mystery becomes the next person to leave the room and become the questioner. The example given is a simple one, and a clever questioner can arrive at the right answer often in less than ten questions, but the game can be made extremely difficult--and decidedly interesting. It is splendid mental gymnastics.

Encyclopedia Game: The person holding the encyclopedia chooses a simple, well-known subject such as shoes, silk, bread, etc., and reads the description of the subject from the encyclopedia. (A dictionary may be substituted for the encyclopedia if you wish.) However, the reader substitutes blanks or dashes whenever the name of the subject is used, or wherever an obvious clue might give a hint as to what he is reading about. The object is to see who can guess first the subject about which he is reading.



Take Away: This is played by two people who alternately make the first move. Place the matches like this   IIIII       IIII       III       A player may remove all or any number of matches from a group but not from more than one group in one turn. Try to force your opponent to take the last match. Score 1 for each game you win.

PAPER AND PENCIL

Hidden Articles: Hide articles in various places in a large room or rooms or outdoors. Give each contestant the following list and a pencil. Give them a certain length of time to find articles. Instruct the guests that they are to write opposite each description the article they find that corresponds. A prize is given to the one finding the largest number.

1. Hidden tears (onion)
2. Her first beau (hair ribbon)
3. A drive through the wood (tack in wood)
4. Flower of the family (flour)
5. My own native land (dirt)
6. Tax on tea (tacks on tea)
7. A worn traveler (old shoe)
8. Ruins in China (broken dish)
9. Light of other days (candle)
10. Broken heart (a broken heart)
11. Sweet sixteen (16 pieces of candy)
12. The four seasons (four spices)
13. The swimming match (match in water)
14. Switch tenders (hair pins)
15. Kids at rest (kid gloves)

Scrambled Songs: The message contains the titles of ten well-known songs. No word is used more than once and none is left over. "Tonight is black. I hear a voice, endearing: my old Joe, a boy; calling, 'Wait for all is perfect if you are there! Believe those smiles always, wandering gypsy. Trail the wagon! The young day charms me, calling me somewhere-where?'"

Solution - "There are Smiles"	"A Perfect Day"
"Wait for the Wagon"	"Old Black Joe"
"I Hear you Calling Me"	"Somewhere a Voice is Calling"
"The Gypsy Trail"	"Always"
"Where is My Wandering Boy Tonight"	
"Believe Me if all Those Endearing Young Charms"	

Consequences: In a group of three or more this game may be played with diverting results. One player begins by writing a sentence or phrase at the top of a large sheet of paper and folding it under so that the person to whom the paper is passed cannot read it. The second player writes a sentence or phrase, folds it under and passes the paper, and this is continued until all in the group have made their contributions. The paper is then unfolded and the accumulation of sentences and phrases read in the order written.

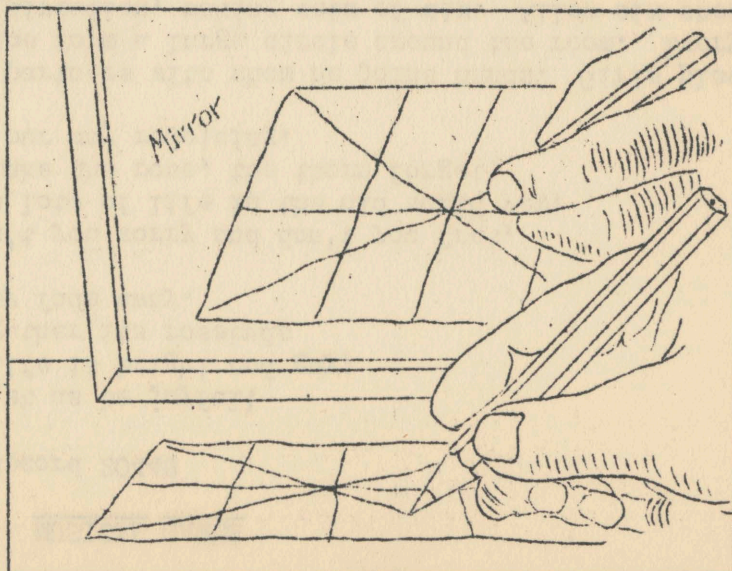


Pencil Putts: Draw a number of diagrams like the one below. Give one to each player or pair of players. Take any printed book, lay a card over a page so only the first letters of each line show along the edge of the card. For Hole No. 1 read the first letters of the first and second lines, like "wi" and ask each player to write "wi" down under the Play column opposite Hole No. 1. Then read the pair of letters from the third and fourth lines of the book and have players put them down as Hole No. 2 in the Play column. Read other lines until the players have down nine Holes. Then tell the players to add letters either before or after the Play letters to make words. For example, adding "t" after the "wi" makes "wit." Count one stroke for each letter used, and 15 strokes if the word is not completed. Allow about two minutes after all the plays are given. Ask each player to add his score. Low score wins.

Hole	Play	Strokes
1		
2		
3		
4		
5		
6		
7		
8		
9		
Total		

Mirror Drawing: Drawing simple, straight-lined diagrams by looking into a mirror is not as easy to accomplish as it appears. Place a small mirror on the desk or table in a slanting position so you can look into it and see the surface of a plain piece of writing paper placed before it. Do not look at the paper. Look at the reflection of the paper in the mirror. Now try to draw a simple diagram consisting of straight down, cross and diagonal lines similar to the diagram illustrated. You will find that the down and cross lines are fairly easy to draw; but on the diagonal lines, your hand seems to have lost all sense of direction, and you will find it difficult to make these lines go in the right direction.

After drawing straight-lined diagrams, experiment with curves and circles. Then write your name on the paper in front of the mirror.\* Some of the letters will be easy to trace; but over most of them your pencil will have to waver and hesitate, and it will seem as if the right direction cannot be determined. \*Try tracing over the lines of the letters by looking into the mirror.





MUSICAL GAMES

Come, Let Us Be Joyful: Victor Record 20448

Come, let us be joyful!  
While life is bright and gay;  
Come, gather its rosebuds  
Ere they fade away.

Oh, don't you worry and don't you fret,  
There's lots of life in the old world yet;  
We'll take the rose, the thorn forget  
And go our way rejoicing.

Formation - Each man selects two partners with whom he joins hands. Girls place outside hands on hips. These trios form a large circle around the room. Every other trio faces in the opposite direction, making sets of six. Allow six short steps between the facing trios.

Action - 1. Forward and back: At the beginning of the first verse the facing trios take three short steps toward each other; the men bow, the girls curtsy and the trios step backward into place (1 and 2). The same is repeated (3 and 4).

2. Turn the ladies: At the beginning of the second verse, the man turns facing his right-hand partner and linking right arms with her skips once around with her in place (5 and 6). Releasing her, he turns to the left-hand girl and linking left arms skips with her in a small circle to the left (7 and 8). Meanwhile the right-hand girl has continued skipping around to the right and returns just in time to link right arms with the man again and swing again (9 and 10). While he is doing this, the left-hand girl skips around and is ready to link left arms and skip with the man again (11 and 12). Thus the man swings each girls twice.

3. Forward and through: The first verse is repeated as a chorus and the trios join hands again. They advance, salute and return once again (1 and 2), advance a second time, but instead of returning, they all drop hands and pass right through the opposite trio, each passing right shoulder to right shoulder (3 and 4).

This finds each trio facing a new trio and the game is repeated from the beginning. Finally each trio will advance until original places are reached.

Green Sleeves: The music has two tunes, the first of which is repeated after the second. It is counted, 1-2-3-4-1-2-3-4. Record No. 21619. A rollicking skip is used throughout the dance. If this is too vigorous, a springing walk step may be used, but half of the charm of this game lies in the joyous abandon of the skip.

Formation - A number of sets of four, in a double circle, the girls on the inside, the boys on the girls' left, facing in the same direction, inside hands joined.

Figures - 1. After the get-ready-signal, all skip forward 16 counts. In this figure the head is thrown back, the face lifted, while the hands swing forward and back in time with the music.



2. Without pause, the dancers, in sets of four join right hands and skip in a circle eight counts. Without pause they drop hands, each turns in place, join left hands and all skip in a circle eight counts.

3. Without pause the four drop hands, all again facing forward, the head couple of each set bend heads and skip backward four steps under the joined and raised hands of the other couple who at the same time are skipping forward four steps. Without pause the couple which skipped backward now skips forward making an arch under which the other couple skips backward. In all eight counts. Repeat this figure which finishes the dance. Repeat the whole dance three times.

Ribbon Dance: Record No. 21619. Ribbons should be about five feet long and about two and one-half inches wide with an eight-inch fringe on the ends.

Music - The music has two tunes or themes. It is counted, 1-and-2-and-1-and-2-and so forth. The dance has three figures, the second tune being repeated for the third figure.

Formation - Eight couples in a set. Girls and boys in two parallel lines about five feet apart. From the head of the line the couples should be numbered one and two. All couples number one face down the line, couples number two face couples number one. Between the boy and girl of each couple a ribbon is held high, each player holding an end in the right hand.

Steps - Three steps are used: (1) a light walking step, (2) a skip step, (3) a slide step - count 1, slide left foot to left, count 2, draw right foot up to left foot and so forth.

Figures - 1. (Weaving) After the get-ready-signal, as the folk tune begins, all the dancers move forward four light walking steps, couples number two passing under the lifted ribbons of couples number one. Without pause, all turn around, each player turning in toward partner, the ribbon still held in the right hand, and returning to place with four steps. This time couple number one passes under the lifted ribbons of couple number two. This has used eight counts. It is repeated without pause, using in all 16 counts, or all of the first tune.

2. (Line Skip) Excepting the last couple, each girl hands her end of the ribbon to her partner. The head girl and boy turn outward, skipping down the outside of their respective lines, the boy carrying the ribbon high, one end in each hand. The other couples, excepting the last, follow but do not turn outward until they reach the place where the first couple turned. The last couple remain stationary facing each other, their ribbon forming an arch under which the others pass returning to their original places, partners facing with ribbons held high.

3. - (Slide down center) The first couple meet in the center, clasp both hands (still holding ribbons) arms extended to the sides shoulder high, and slide step down the center under the arches to the foot of the line. All dancers now move up one place as the head couple become the foot couple. The dance is repeated until the original head couple is again at the head.



## STUNT SONGS

Johnny Schmoker: Johnny Schmoker, Johnny Schmoker,  
Ich kan spielen, ich kan spielen (I can play)  
Ich kan spiel mein kleine drummel (I can play my little drum)

Chorus:   Rub a dub a dub;                 (Imitate beating the drum)  
Das ist mein drummel.                 (That is my drum)

Johnny Schmoker, Johnny Schmoker,  
Ich kan spielen, ich kan spielen  
Ich kan spiel mein kleine fif-e (I can play my little fife)

Chorus: Pilly willy wink, (Imitate playing the fife)  
 Das ist mein fif-e (That is my fife)  
 Rub a dub a dub,  
 Das ist mein drummel.  
 Mein rub a dub a dub; mein pilly willy wink;  
 Das ist mein fif-e.

Johnny Schmoker, Johnny Schmoker  
Ich kan spielen, ich kan spielen  
Ich kan spiel mein kleine triangle.

Chorus: Ting a ling a ling,  
Das ist triangle.  
Pilly willy wink,  
Das ist mein fif-e.  
Rub a dub a dub,  
Das ist mein drummel.  
Mein rub a dub a dub,  
Mein pilly willy wink  
Mein ting a ling a ling,  
Das ist triangle.

Johnny Schmoker, etc.  
Trombone, Boo. OO-oom. Das ist mein trombone.

Same for Cymbals. Zoom, Zoom, Zoom, Das ist mein cymbals.

Same for Viol, Fol Lal Lal, Das ist mein Viol.

Same for Toodle Sack. Whack, Whack, Das ist mein Toodle Sack

[illegible]

Row, Row, Row Your Boat:

Row, row, row your boat, Gently down the stream;  
Merrily, merrily, merrily, merrily, Life is but a dream.



My High Silk Hat: One day I took a ride upon the street car,  
My high silk hat! My high silk hat!  
I put it down upon the seat beside me,  
My high silk hat! My high silk hat!  
A big fat lady came and sat upon it;  
My high silk hat! My high silk hat!  
A big fat lady came and sat upon it,  
My high silk hat! My high silk hat!

Cho: Christopher Columbo! Now what do you think of that?  
A big fat lady sat upon my hat,  
My hat she broke, is that a joke?  
Is that a joke, my hat she broke?  
Christopher Columbo! What do you think of that?  
HEY!

### LINE GAMES

Paper Relay: File formation game (2, 3 or 4 files). Each leader is given a small piece of paper. Getting down on all fours he blows it to a given mark (generally across the room) and back. The next one in line immediately takes the paper and does likewise. The object is to see which file wins. This is much fun and can be varied according to the occasion. For Hallowe'en cut small black cats out of construction paper and call it "The Black Cat Relay," etc.

Passing the Box: Divide the party into two or more groups, arranging them in single lines and giving the captain the cover from a penny box of matches. Put the box on the captain's nose and he is to pass it on to the next one in line, putting it on his nose without the use of his hands. If the box drops to the floor, it must be picked up with the nose. The box is to be passed to the end of the line in this manner and the first line doing so wins.

Driving the Pig to Market: The first player is provided with stick and a round bottle. The bottle must be driven with the stick, not allowing the hands to touch the bottle. The bottle must be driven across the finish line and then back to the starting line, where the first player hands the stick to the next runner.

The Broom Race: Teams stand in relay formation. Each captain is given a whisk broom and large cork and on the signal to start begins brushing a cork--which because of its shape goes round in circles--to the goal and back. The contest is won by the side whose last player is first to brush his cork safely home.

Barrel Hoop Race: A barrel hoop is placed on a table on the goal line opposite each team. Each player runs up to his hoop, raises it over his head, pulls it down over his body, steps out of it, puts it on the table, and runs back to touch the next player.

Needle Threading: Two lines are formed. Give needle and thread to first player in each line. Play as relay race, each one threading and unthreading needle, and passing on to the next one.



## CIRCLE GAMES

Ring String: The players are seated in a circle and all take hold of a string extending all the way round, a ring having first been put on the string. This ring is passed from player to player along the string and the person in the center tries to tag the person holding it. If he is successful in doing so, he exchanges places with the person tagged. All players should keep their hands in motion throughout the game to deceive the person in the center.

Pass Ball: The players stand in a circle and number 1, 2, 1, 2, 1, 2, etc. around the circle. There should be two balls of different color, for instance, red and blue. The red ball is tossed from No. 1 to No. 1 all around the circle and the blue ball from No. 2 to No. 2 in the same manner, the object being to overtake the ball ahead. No No. 1 must be skipped by the red ball as it goes around and no No. 2 by the blue ball. If a ball is dropped, the one who was supposed to catch it must get it and start it on its way again. The side wins whose ball has passed the other the most times. This is much simpler to play than to explain and often proves wildly exciting.

Silent Circle: Silent circle is good to play after a noisy game. Players form a circle with one in center blindfolded. The circle marches around and on signal from the leader halts. The one in the center points. The one pointed at tiptoes forward until he can touch the one in the center without making any noise. If the one in the center hears the other he shakes his head and the other goes back to the circle, which again marches around. If the one in the center is touched before he hears a noise, he goes into the circle and the one who came in is blindfolded.

## TRICKS AND STUNTS

Art Exhibit: The following "masterpieces" can easily be prepared by placing the articles on tables and boards with an appropriate label. Bright-colored paper for a background is desirable. This feature may be placed in a hallway with one-way traffic.

<u>Titles</u>	<u>Key to the Art Exhibit</u>
1. A Drive Through the Wood	1. Nail through a piece of wood
2. Sweet Sixteen	2. Sixteen lumps of sugar
3. A Worn Traveller	3. Old shoe
4. To Cover Defeat	4. Shoes or stockings
5. A Swimming Match	5. Match floating in water
6. The Light of Other Days	6. Candle or oil lamp
7. A Perfect Foot	7. 12-inch ruler
8. A Morning Caller	8. Alarm clock
9. An Absorbing Subject	9. A sponge
10. Can't Be Beat	10. Potato
11. We Part to Meet Again	11. Scissors
12. The Four Seasons	12. Salt, pepper, mustard, cloves
13. My Own, My Native Land	13. Pile of soil
14. Flower of the Family	14. Sack of flour
15. A Striking Subject	15. Hammer
16. Eyer of Thee I'm Fondly Dreaming	16. Money



Measuring Your Waist: Here is an interesting little stunt to have your friends try. Ask them how large they are around the waist. Now have them hold one hand behind the back and give them a cord about four feet long in the other hand. With this cord they are to make a circle on the floor the size they think they are around the waist. When they have completed their circle hold your hand on the string where it completes the circle on the floor and measure their waists before the crowd. Everyone will be surprised at how much too large they judged their girth. Real fat or skinny persons usually make the most laughable errors.

Finger-Through-Coin-Trick: With a little preparation you can perform this amazing trick for the amusement of friends. Cut out a cardboard disk the size of a half dollar. In the center of this disk cut a hole large enough for your finger to slip in. Over one side of this cardboard disk paste a fake half dollar made by rubbing and pressing a tinfoil disk of the proper size against one side of a half dollar. Spectators seeing this tinfoil side of the fake at a distance will believe it to be the real half dollar. With the fake all prepared, you palm it in your left hand and announce your trick. You propose to push your finger through a half dollar. And to assure everyone that you are not using a trick or fake coin you borrow a half dollar from someone in the audience. Taking the real coin in your right hand, you quickly pass it to your left and substitute it for the fake. Holding the fake up so that all can see it (tinfoil side toward the audience) you suddenly jab your forefinger through it. And removing your finger you exhibit the "coin" with the hole plainly visible. Then turning to a table you pretend to throw the punctured coin down but actually bring the real half dollar down making it ring loudly. Then you pick it up, examine it and return it sound and whole to its owner, at the same time pocketing the fake.

An Ear-y Contest: Have someone stationed behind a folding screen, or conceal the person behind a blanket held by two others. Explain that players must be very quiet to catch the sounds, and that they are to put down what materials they think made the sounds. Assure that there is no catch in this contest.

- 1st sound - Made by dropping a spoon in a pie tin. (hold tin off the table)
- 2nd sound - An egg beater
- 3rd sound - A nutmeg rubbed over an old-fashioned nutmeg grater
- 4th sound - A coin dropped in a milk bottle
- 5th sound - A piece of sandpaper over a block of wood

Prize Peanut Game: Give each contestant at the party a small paper bag containing twelve double jointed peanuts (nuts containing two or more kernels). Contestants are to carefully break clean and separate the shells, put shells back in bag and shake up, eat the nuts, and match the empty hulls. The first one to complete the matching wins the prize.

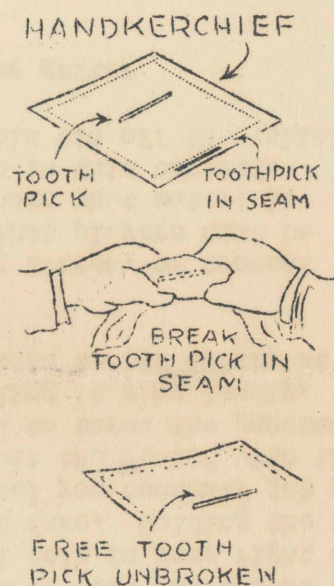
Pass the Quarter: In the center of a strong piece of paper cut a round hole just the size of a one-cent piece. The piece of paper should be square. Then see if you--or your friends--can make a quarter pass through the hole without tearing the paper. You can throw your hands up after a few trials and say it cannot be done but it can and here's how! The piece of paper used should be at least six inches square. The hole just the size of a penny should be in the center of the piece of paper. Once you have the hole neatly cut, fold the paper exactly across the center of the hole. Then put the quarter in between the folds of the paper and let it rest over the hole with its lower edge projecting through it. Now lift the ends of the paper upward and work them up and down several times. This elongates the hole so that the coin finally drops through without tearing the paper or making the hole any larger.



Pushing Glass Through Ring: Here is a good one to spring on your friends. Take a drinking glass and an ordinary napkin ring and place them on the table before you. Be sure that the glass is too large to go through the ring unless broken into pieces. Now ask someone if he can push the glass of water through the napkin ring without breaking the glass or spilling the water. No matter how much one tries, the glass will not go through the ring. When everyone has given up, simply stick one finger through the napkin ring and push the glass of water along on the table. In this way you can truthfully say you have pushed the glass of water through the napkin ring.

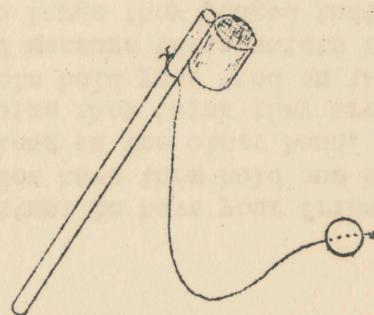
Tumbler and Dime Trick: All the equipment required for this trick is a tumbler, a table covered with a cloth and three coins. Now place the tumbler upside down over a dime on the tablecloth. The tumbler is supported on two sides by two quarters or half-dollars. Now the trick is to get the dime out without moving the glass or in any way disturbing the tablecloth and the quarters. The average person will give it up in despair but it is easily done by simply holding the tablecloth tight and pawing it with the finger. The dime will come trailing out like a kitten coming to a pan of milk.

Break the Toothpick: Any old handkerchief will do for this trick, but I'd suggest that whatever kind you use you have it clean. The preparation for the trick is simple--before performing it you must introduce a toothpick into the hem of the handkerchief. This will, of course, be entirely invisible. Now, with things prepared, show your audience that you have nothing in the handkerchief by shaking it. Allow one of the audience to put a regular toothpick in the handkerchief and fold up the cloth. Ask someone to break the toothpick, which he feels, into small pieces. With this done, make a pass and allow the handkerchief to come open. The toothpick will roll out whole. Of course you must manipulate the handkerchief so that the toothpick which is really broken up is the one concealed in the hem.



Funny Face Frolic: Provide mirrors, colored crayons, scissors, balls of string and paper sacks big enough to pull easily over the largest head. Guests are asked to make themselves a "funny face" mask out of a paper sack. Sample cat, owl, rabbit and Jack-o-lantern faces are on display, just to show what an amazing affair a paper sack can become, with its upper corners tied with string to form ears, funny features, whiskers, etc., marked in with crayon, and eye, nose and mouth spaces cut out with sharp-pointed scissors. When masks are completed, each guest slips his disguise over his head and ties it loosely around the neck.

Ball in Cup: Nail a cup to a piece of broom handle about 24 to 30 inches long. Poke a string thru a soft rubber ball just a little smaller than the cup. Cut the string off 27 to 36 inches long and tie the other end to the broom handle just below the cup. The game is to take hold of the end of the stick, swing the ball into the air, and catch it in the cup.





### BRAIN TEASERS

Number Please: The object in this game is for the player to give the correct number that completes the statement as read by the captain.

1. The House of (7) Gables.
2. Rain before (7), dry before (11) .
3. (Millions) for defense, but (not one) cent for tribute.
4. The (19th) Amendment gave suffrage to women.
5. Into the Valley of Death rode the (600).
6. The night has a (1000) eyes, the day but (1) .
7. The (4) Horsemen of the Apocalypse.
8. There were (90) and (9) that safely lay in the shelter of the fold.

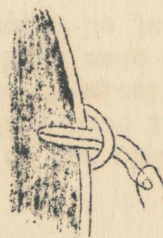
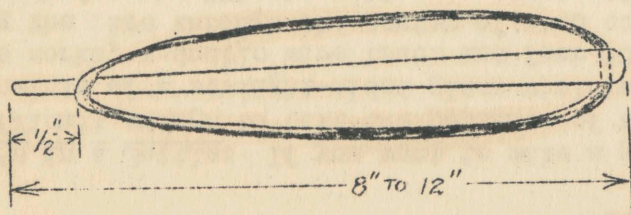
Cut the Block: Imagine a wooden cube three inches each way and painted black on all sides. Imagine also that this block is cut into one-inch cubes. Keeping these in mind, answer the following questions:

1. How many cuts are necessary? (6)
2. How many one-inch cubes will there be? (27)
3. How many cubes will have black paint on four sides? (none)
4. How many cubes will have black paint on three sides? (8)
5. How many cubes will have black paint on two sides? (12)
6. How many cubes will have black paint on one side? (6)
7. How many cubes will have no paint? (1)

<u>Beheadings:</u>	Behead worry and leave exists.	C ARE
	Behead accomplished and leave a number.	D ONE
	Behead an animal and leave an animal.	F OX
	Behead detest and leave devoured.	H ATE
	Behead a boy's name and leave a city.	J AMES
	Behead a girl's name and leave a contest.	G RACE
	Behead money and leave a tree.	C ASH

### PUZZLES

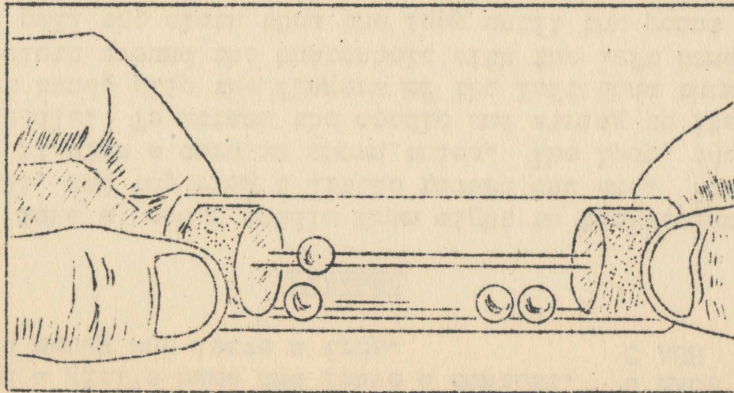
The Lapel Needle: Make a wooden needle from eight to twelve inches long, a little larger than a pencil, and tapering a little toward one end. Bore a hole thru the larger end, string it with a cord as shown below. The loop, when stretched, is  $\frac{1}{2}$ " shorter than the needle. To attach the needle and string to the lapel, hold the needle in the right hand, slip the fingers of the left hand thru the loop of the string, grasp the cloth around the buttonhole with the left hand, let the loop fall over the cloth and pull the cloth thru the loop until the point of the needle can be slipped into the button hole. Push the needle on thru the buttonhole and it will hang as shown. To remove the needle and thread, push the eye end of the needle back thru the buttonhole, work the loop of string around the cloth, pull the cloth thru the loop until the end of the needle will come out of the buttonhole.





BB's in a Bottle: If you want to make a puzzle that is out of the ordinary and difficult enough to test the patience of any expert puzzle fan, here it is! It consists of a straight-sided glass vial in which photographic chemicals are sold, two corks, a double wire track and four BB's. The wire track is made by threading the wire through the center of each cork. This track should be just wide enough for the BB's to roll on so they will not fall through.

The corks and wire track assembly, and the BB's, are then enclosed in the bottle as illustrated. The trick is to get all four of the BB's on the wire track at the same time. It is difficult to do, but may be accomplished after considerable effort has been used.



First get all of the BB's at one end of the bottle, then gently roll the bottle until the BB's are on top of each other. The bottle is then eased upright. Slowly and smoothly now, ease the bottle to a level position. One BB will slide on the track. Number two BB will follow. Number three and number four are not so easy. But then, if they were easy to get on the track, this would not be a puzzle. So, you will have to make one for yourself and try your luck. Be patient! Once in one hundred trials is a good average.